









Thud



Sorcery **M19**

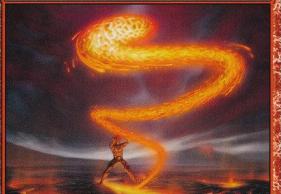
As an additional cost to cast this spell, sacrifice a creature.

Thud deals damage equal to the sacrificed creature's power to any target.

"Give 'em a push."
—Mogwin, goblin delinquent

163/280 U
M19 • EN KEV WALKER

Fiery Finish



Sorcery **M19**

Fiery Finish deals 7 damage to target creature.

Negotiations reached an abrupt conclusion.

140/280 U
M19 • EN JOE SLUCER

Volcanic Dragon



Creature — Dragon **M19**

Flying
Haste (*This creature can attack and block as soon as it comes under your control.*)

Sometimes an eruption in Shiv produces something more dangerous than a mere river of molten rock.

4/4

167/280 U
M19 • EN CHRIS RAIN

Doublecast



Sorcery **M19**

When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

First the insult, then the encore.

137/280 U
M19 • EN EYVN AMUNDSEN

Lightning Strike



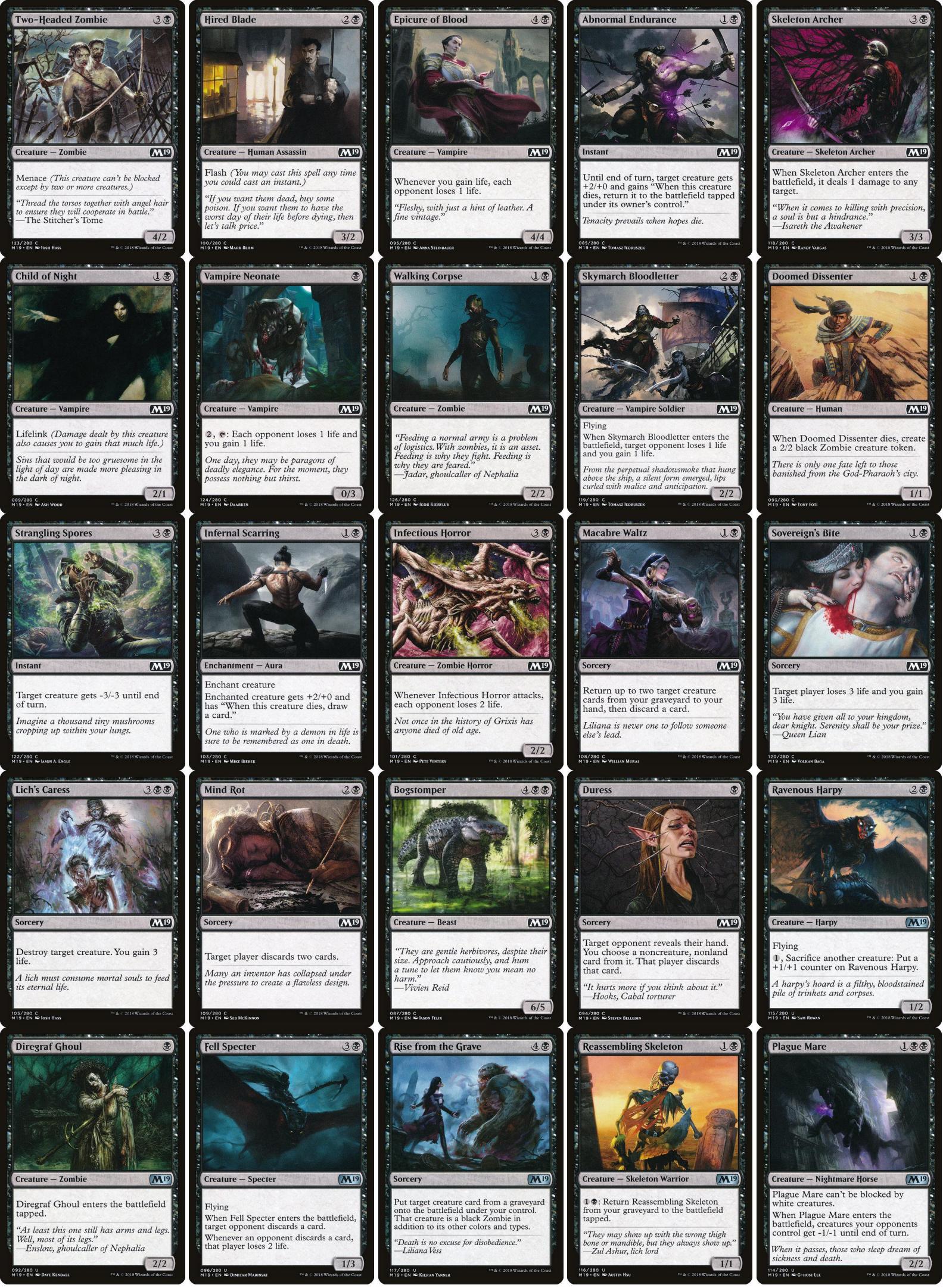
Instant **M19**

Lightning Strike deals 3 damage to any target.

To wield lightning is to tame chaos.

152/280 U
M19 • EN ADAM PAQUETTE

148/280 C
M19 • EN KEN TAYLOR



**Sorcery**

As an additional cost to cast this spell, sacrifice a creature.
Draw three cards.

Predicting the future is a messy business.

006/280 U
M19 • EN FLIP BURBANK**Instant**

You gain 1 life. Target creature gets -X/X until end of turn, where X is the amount of life you gained this turn.

That feeling of something on your chest is usually sleep paralysis. Occasionally, it's something else.

111/280 U
M19 • EN IGOR KIERTUL**Instant**

Destroy target creature.
"It's not work if you enjoy it."

110/280 U
M19 • EN TYLER JACOBSON**Creature — Vampire**

Flying
When Vampire Sovereign enters the battlefield, target opponent loses 3 life and you gain 3 life.

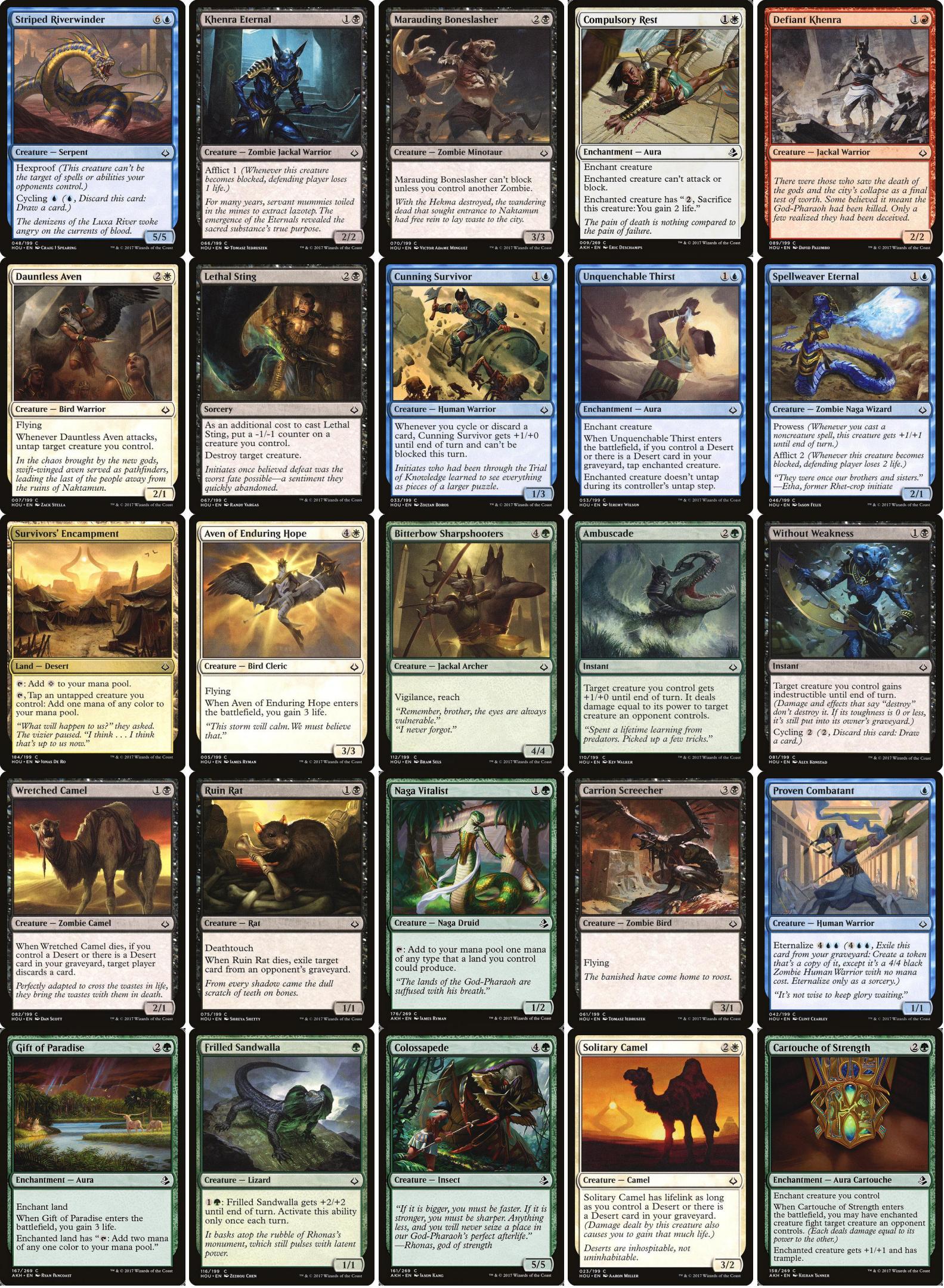
"Your service shall be rewarded."
—Queen Lian

125/280 U
M19 • EN VOLKAN BAGA**Creature — Zombie**

When Gravedigger enters the battlefield, you may return target creature card from your graveyard to your hand.

A full coffin is like a full coffer—both are attractive to thieves.

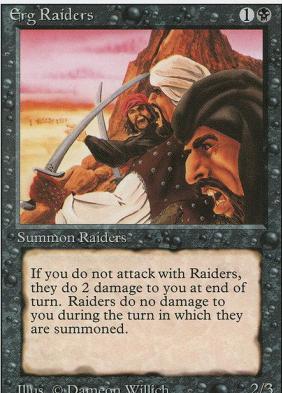
098/280 U
M19 • EN DERMOT POWER1/2
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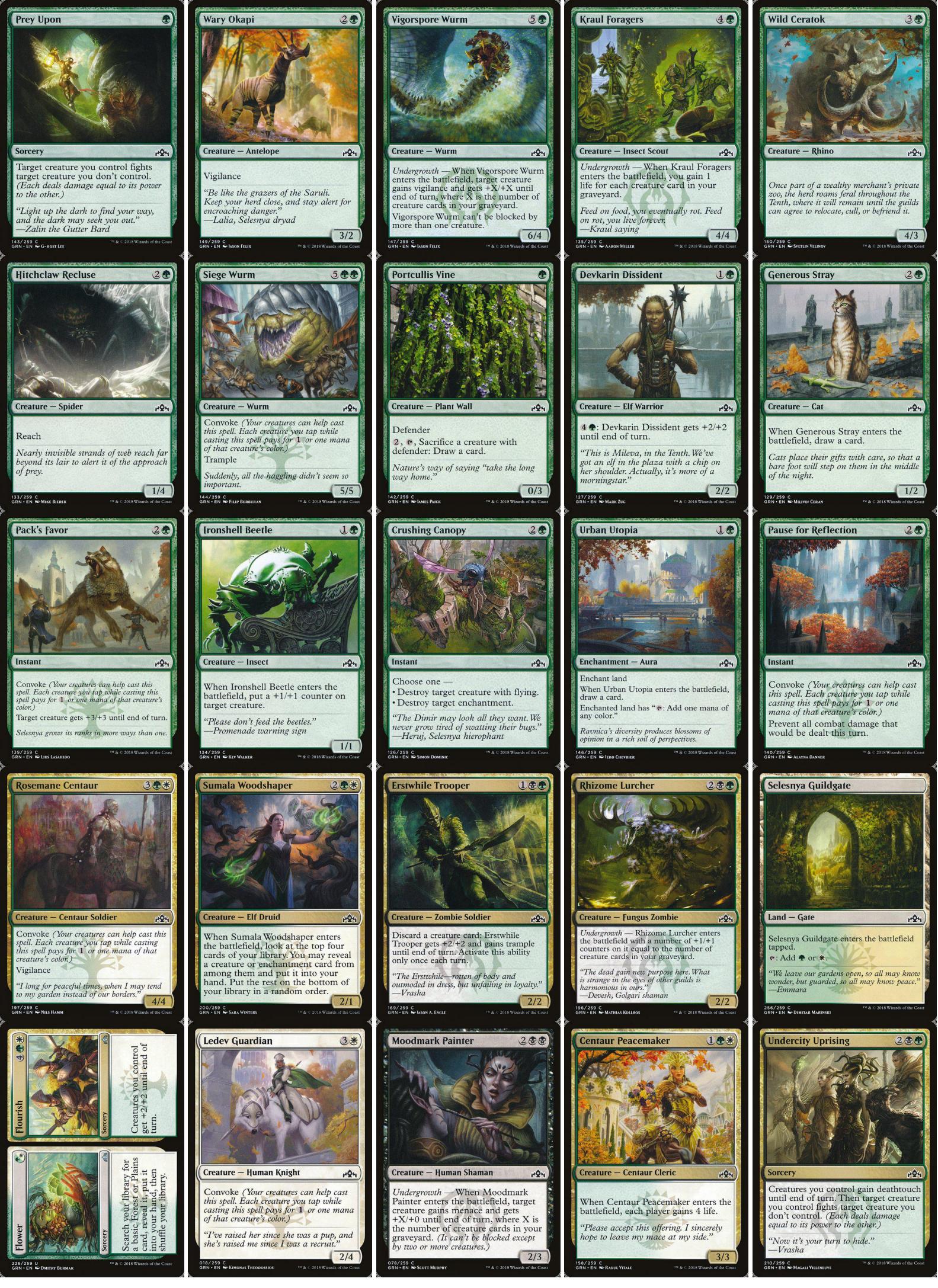














Selesnya Guildgate

Land — Gate

Selesnya Guildgate enters the battlefield tapped.

•: Add ♠ or *

"Everyone who crosses that threshold is our most cherished friend. Everyone who crosses it again is our bitterest enemy."

—Trostani

255/259 C GRN • EN DIMITAR MARINSKI



Golgari Guildgate

Land — Gate

Golgari Guildgate enters the battlefield tapped.

•: Add ♠ or ♣

"Shut the gates. In the Underrealm we will outlast the coming doom."

—Vraska

244/259 C GRN • EN EYTAN ZANA



Loxodon Restorer

4 * * 3/4

Creature — Elephant Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

When Loxodon Restorer enters the battlefield, you gain 4 life.

020/259 C GRN • EN SVETLIN YELINOV



Severed Strands

1 * 3/4

Sorcery

As an additional cost to cast this spell, sacrifice a creature.

You gain life equal to the sacrificed creature's toughness. Destroy target creature an opponent controls.

"I've seen Ravnica's fate. Believe me, I'm doing you a favor."

085/259 C GRN • EN ZACK STELLA



Golgari Guildgate

Land — Gate

Golgari Guildgate enters the battlefield tapped.

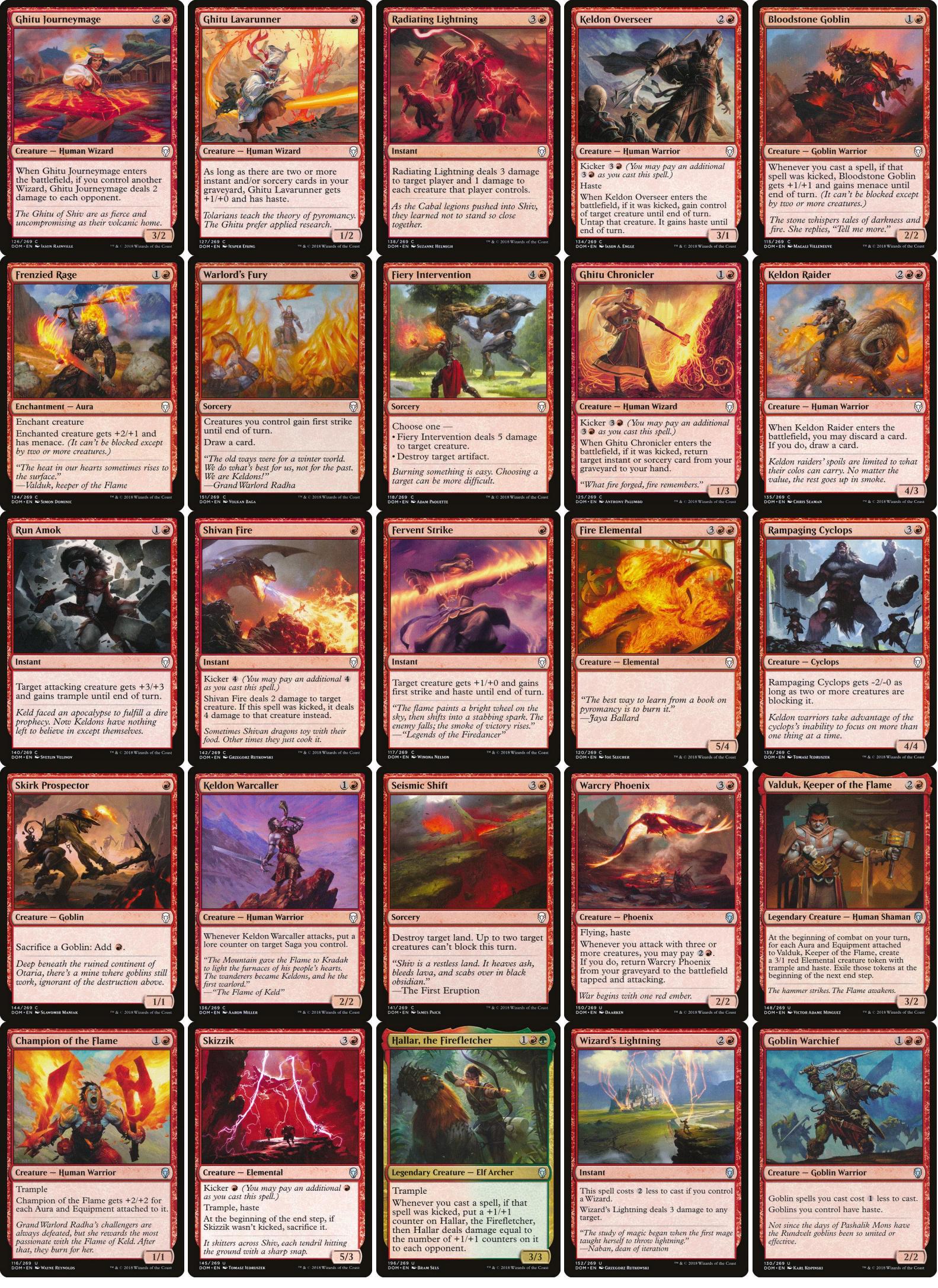
•: Add ♠ or ♣

"Jarad was a friend to the Devkarin. Now we slink through neglected tunnels, befriending those who crawl them."

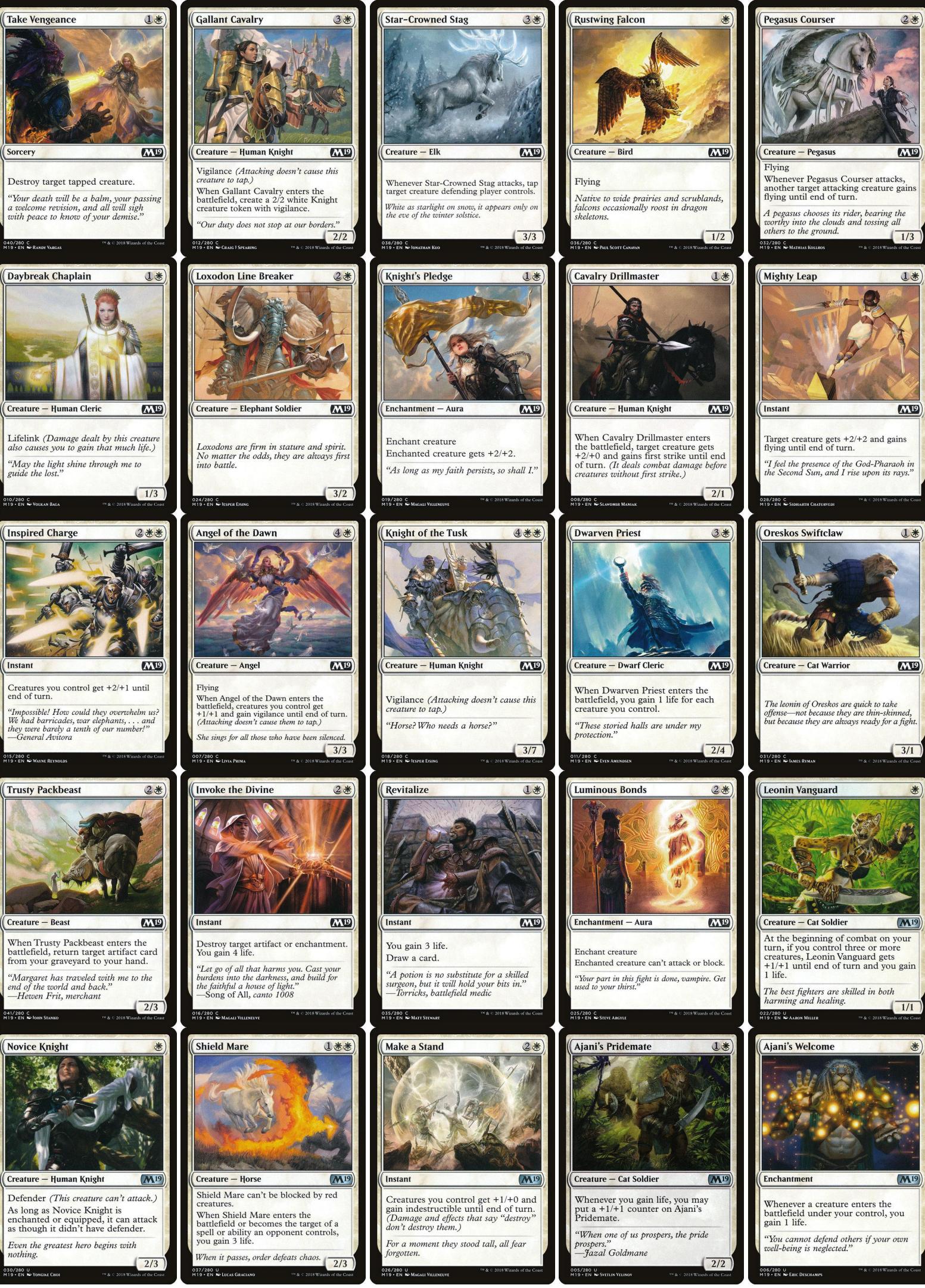
—Izoni

249/259 C GRN • EN EYTAN ZANA

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Gateway Plaza**Land — Gate**

Gateway Plaza enters the battlefield tapped.
When Gateway Plaza enters the battlefield,
sacrifice it unless you pay $\$$.
 \diamond : Add one mana of any color.

*The Chamber of the Guildpact stands as a
reminder that even the bitterest struggles can end
in cooperation.*

247/259 C GRN • EN JEFF CHEVRIER

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Selesnya Guildgate**Land — Gate**

Selesnya Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"We leave our gardens open, so all may know
wonder, but guarded, so all may know peace."*
—Emmara

256/259 C GRN • EN DIMITAR MARINSKI

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Boros Guildgate**Land — Gate**

Boros Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"It is our duty to protect all those in need.
But the other guilds have never shown
themselves worthy of that protection."*
—Tajic

244/259 C GRN • EN TITUS LUNTER

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Guild Summit**Enchantment**

When Guild Summit enters the battlefield,
you may tap any number of untapped Gates
you control. Draw a card for each Gate
tapped this way.

Whenever a Gate enters the battlefield under
your control, draw a card.

*In a climate of suspicion, Ispira gathered the
guilds to propose a radical idea: cooperation.*

641/259 U Story Spotlight GRN • EN SIDDHARTH CHATURVEDI

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Glaive of the Guildpact

Equipped creature gets +1/+0 for
each Gate you control and has
vigilance and menace. (A creature
with menace can't be blocked except by
two or more creatures.)

Equip $\$$ (\diamond : Attach to target creature
you control. Equip only as a sorcery.)

256/259 U GRN • EN VOLKAN BACI

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Gatekeeper Gargoyle**Artifact Creature — Gargoyle**

Flying
Gatekeeper Gargoyle enters the
battlefield with a +1/+1 counter on it
for each Gate you control.

Each night it visits a different guildgate
around the city, digging its talons into
fresh stone.

3/3

235/259 U GRN • EN ADAM PAQUETTE

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Boros Guildgate**Land — Gate**

Boros Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"The more trust breaks down, the more
we must throw open the front gates."*
—Aurelia

243/259 C GRN • EN TITUS LUNTER

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Urban Utopia**Enchantment — Aura**

Enchant land
When Urban Utopia enters the battlefield,
draw a card.
Enchanted land has " \diamond : Add one mana of
any color."

Ravnica's diversity produces blossoms of
opportunity in a rich soil of perspectives.

146/259 C GRN • EN JEFF CHEVRIER

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Selesnya Guildgate**Land — Gate**

Selesnya Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"Everyone who crosses that threshold is our
most cherished friend. Everyone who crosses it
again is our bitterest enemy."*
—Trostani

255/259 C GRN • EN DIMITAR MARINSKI

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Izzet Guildgate**Land — Gate**

Izzet Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*Every laboratory buzzes with new
experiments, each a piece of Ral's
ambitious project.*

252/259 C GRN • EN KIRSTEN ZIRNGIBL

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Dimir Guildgate**Land — Gate**

Dimir Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"You've found this place only because you
were summoned. Pray you're worthy of the
invitation."*
—Ertai

246/259 C GRN • EN CLIFF CHILD

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Izzet Guildgate**Land — Gate**

Izzet Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"Yesterday I didn't recognize my own guild.
Today I see why. And for tomorrow I must
be prepared."*
—Niv-Mizzet

251/259 C GRN • EN KIRSTEN ZIRNGIBL

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Chamber Sentry**Artifact Creature — Construct**

Chamber Sentry enters the battlefield with
a +1/+1 counter on it for each color of
mana spent to cast it.

\times , \diamond : Remove X +1/+1 counters from
Chamber Sentry. It deals X damage to any
target.

\diamond \diamond \diamond : Return Chamber Sentry from
your graveyard to your hand.

0/0

232/259 R GRN • EN ADAM PAQUETTE

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Dimir Guildgate**Land — Gate**

Dimir Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"Every guild dreads infiltration. I should
know—I've been a member of all of them."*
—Lazav

245/259 C GRN • EN CLIFF CHILD

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Golgari Guildgate**Land — Gate**

Golgari Guildgate enters the battlefield tapped.
 \diamond : Add \diamond or $*$.

*"Zarad was a friend to the Devkarin.
Now we slink through neglected tunnels,
befriending those who crawl them."*
—Izonni

249/259 C GRN • EN ETIAN ZANA

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Candlelight Vigil**Enchantment — Aura**

Enchant creature
Enchanted creature gets +3/+2 and
has vigilance.

*Sellesnya guildmages do not sleep so the
rest of the Conclave can.*

003/259 C GRN • EN ALEXANDER FORSSBERG

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Chromatic Lantern**Artifact**

Lands you control have " \diamond : Add one
mana of any color."

*By guild tradition, any puddle of
multicolored light on the cobblestones
can serve as neutral ground.*

233/259 R GRN • EN JUNG PARK

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Join Shields**Instant**

Untap all creatures you control. They
gain hexproof and indestructible until end
of turn. (They can't be the target of spells or
abilities your opponents control. Damage and
effects that say "destroy" don't destroy them.)

*"We are the shield that never breaks, the
bough that never burns, the song that can
never be silenced."*

181/259 R GRN • EN WINONA NELSON

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Centaur Peacemaker**Creature — Centaur Cleric**

When Centaur Peacemaker enters the
battlefield, each player gains 4 life.

*"Please accept this offering. I sincerely
hope to leave my mace at my side."*

3/3

186/259 C GRN • EN RAQUE VITALE

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Circuitous Route**Sorcery**

Search your library for up to two
basic land cards and/or Gate cards,
put them onto the battlefield tapped,
then shuffle your library.

*"The shortest path between two points is
not always the safest."*

—Tamina, district guide

126/259 U GRN • EN MILEVOJ CEBAN

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Collar the Culprit**Instant**

Destroy target creature with toughness
4 or greater.

*"Reports of Gruul rioters in four districts.
Start with the big ones and work your
way up."*

—Libuse, Boros sergeant

005/259 C GRN • EN VICTOR ADAME MINGUEZ

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Izzet Locket**Artifact**

\diamond : Add \diamond or $*$.

\diamond , \diamond , \diamond : Sacrifice Izzet Locket:
Draw two cards.

*"Remember to discharge your locket
every seven hours. Unless you prefer the
spontaneous aether overload, of course."*

—Daxiver, Izzet electromancer

238/259 C GRN • EN DMITRY BURNAK

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Boros Locket**Artifact**

\diamond : Add \diamond or $*$.

\diamond , \diamond , \diamond : Sacrifice Boros Locket:
Draw two cards.

*"We pass these along to our fellow soldiers
to recognize deeds of valor. It won't stay with
you for long."*

—Alrovnek, Boros guildmage

231/259 C GRN • EN AARON MILLER

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Runaway Steam-Kin**Creature — Elemental**

Whenever you cast a red spell, if
Runaway Steam-Kin has fewer than
three +1/+1 counters on it, put a +1/+1
counter on Runaway Steam-Kin.

Remove three +1/+1 counters from
Runaway Steam-Kin: Add \diamond \diamond \diamond .

115/259 R GRN • EN JASON FELIX

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1/1

Garrison Sergeant**Creature — Viashino Soldier**

Garrison Sergeant has double strike
as long as you control a Gate.

*In the Legion, no flagpole is merely
decorative, and every ceremonial sword
bears an edge.*

172/259 C GRN • EN GABOR STIRZAI

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3/3









Snapping Drake



Cancel



Aven Wind Mage



Disperse



Anticipate

Creature — Drake M19
Flying
Foul-tempered, poorly trained, and mule-stubborn, the drake is the perfect test of the master's will.
3/2

Instant M19
Counter target spell.
"I decide what stands in my way."

Creature — Bird Wizard M19
Flying
Whenever you cast an instant or sorcery spell, Aven Wind Mage gets +1/+1 until end of turn.
"My skill sharpens with each beat of my wings." 2/2

Instant M19
Return target nonland permanent to its owner's hand.
It's pointless to hold on when you have nothing to hold on with.

Instant M19
Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
Divining the future is easy when you hold the power to sway it.



Dwindle



Omenspeaker



Divination



Salvager of Secrets



Essence Scatter

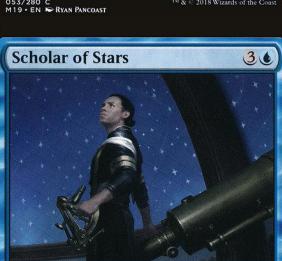
Enchantment — Aura M19
Enchant creature
Enchanted creature gets -6/-0.
When enchanted creature blocks, destroy it. (*The attacking creature remains blocked.*)
The collection didn't have room to expand, so the wizard improvised a solution.

Creature — Human Wizard M19
When Omenspeaker enters the battlefield, scry 2. (*Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.*)
Her prophecies amaze her even as she speaks them. 1/3

Sorcery M19
Draw two cards.
"The stars mark your destiny. May you accept the fate thus divined."

Creature — Merfolk Wizard M19
When Salvager of Secrets enters the battlefield, return target instant or sorcery card from your graveyard to your hand.
The greatest treasure of the deep is an echo from above. 2/2

Instant M19
Counter target creature spell.
Dependence on luck is anathema to Kefnet's rigorous studies. Those who hope to escape his maze by chance never succeed.



Scholar of Stars



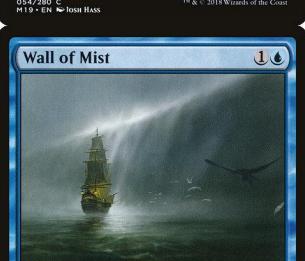
Uncomfortable Chill



Aviation Pioneer



Frilled Sea Serpent



Wall of Mist

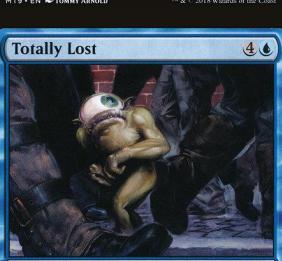
Creature — Human Artificer M19
When Scholar of Stars enters the battlefield, if you control an artifact, draw a card.
"The path of the stars is as reliable as the instruments that measure them."

Instant M19
Creatures your opponents control get -2/-0 until end of turn.
Draw a card.
The cold slowed their movements until their panicked eyeballs swiveled beneath the ice.

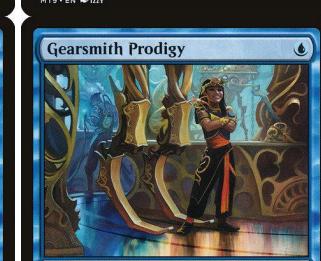
Creature — Human Artificer M19
When Aviation Pioneer enters the battlefield, create a 1/1 colorless Thopter artifact creature token with flying.
"They say perfection is unattainable, but they said that about flight too." 1/2

Creature — Serpent M19
5/6: Frilled Sea Serpent can't be blocked this turn.
"Reel it in. No, wait! Throw it back!" —Gertrude, deep-sea angler 4/6

Creature — Wall M19
Defender (*This creature can't attack.*)
The seafloor is flecked with the bones of fools who dared to sail into the mist.



Totally Lost



Gearsmith Prodigy



Tolarian Scholar



Ghostform



Gearsmith Guardian

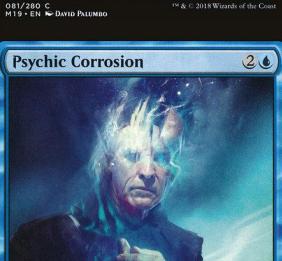
Instant M19
Put target nonland permanent on top of its owner's library.
Fblthp had always hated crowds.

Creature — Human Artificer M19
Gearsmith Prodigy gets +1/+0 as long as you control an artifact.
Young artificers on Kaladesh let their imaginations run wild. 1/2

Creature — Human Wizard M19
The Tolarian Academies embrace a tradition of study and research while discouraging the kinds of experiments that ruined the original island of Tolaria. 2/3

Sorcery M19
Up to two target creatures can't be blocked this turn.
"Picking locks is for beginners."

Artifact Creature — Construct M19
Gearsmith Guardian gets +2/+0 as long as you control a blue creature.
Made in its creator's image, though slightly more clangy. 3/5



Psychic Corrosion



Aether Tunnel



Switcheroo



Bone to Ash



Mirror Image

Enchantment M19
Whenever you draw a card, each opponent puts the top two cards of their library into their graveyard.
"To break another's mind is to deliver a fate worse than death. It is a terrifying power." —Face Beleren

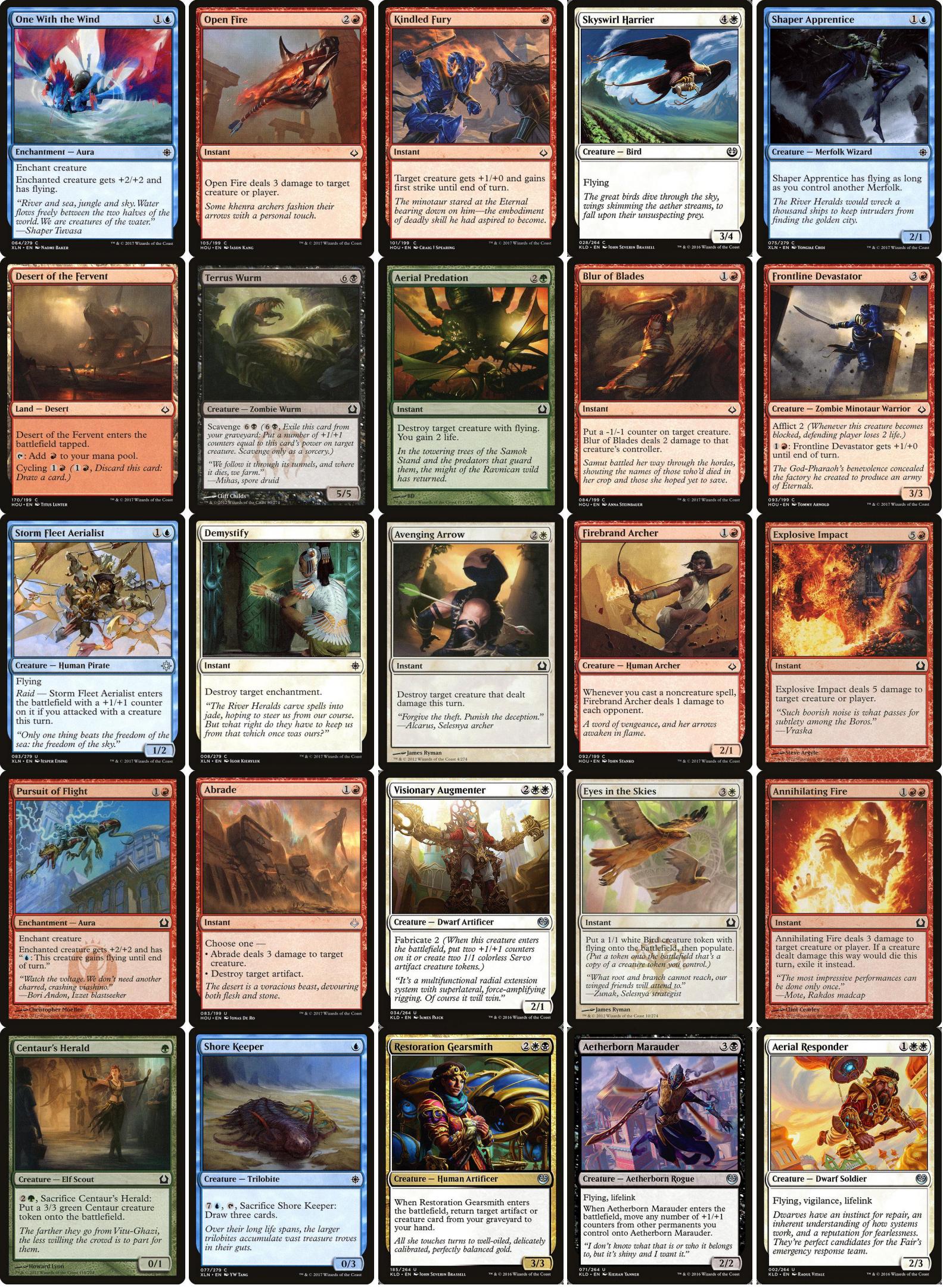
Enchantment — Aura M19
Enchant creature
Enchanted creature gets +1/+0 and can't be blocked.
If you can't find a doorway, make one.

Sorcery M19
Exchange control of two target creatures.
Say hello to your new friend.

Instant M19
Counter target creature spell.
Draw a card.
"I can think of worse ways to go. On second thought, maybe not." —Ludovic, necro-alchemist

Creature — Shapeshifter M19
You may have Mirror Image enter the battlefield as a copy of any creature you control.
The life of a shapeshifter is one of constant change. 0/0







Multiform Wonder



Elaborate Firecannon



Maulfist Squad



Concordia Pegasus



Rogue's Passage

Artifact Creature — Construct

Artifact

Creature — Human Artificer

Creature — Pegasus

Land

When Multiform Wonder enters the battlefield, you get $\diamond\diamond\diamond$ (three energy counters).

Pay \bullet : Multiform Wonder gains your choice of flying, vigilance, or lifelink until end of turn.

Pay \bullet : Multiform Wonder gets +2/-2 or -2/+2 until end of turn.

3/3

Elaborate Firecannon doesn't untap during your untap step.

4, \diamond : Elaborate Firecannon deals 2 damage to target creature or player. At the beginning of your upkeep, you may discard a card. If you do, untap Elaborate Firecannon.

237/279 U
XLN • EN ADRIAN MAIRZAK

Menace
Fabricate 1 (When this creature enters the battlefield, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)
"Nice invention there. Looks real fragile."

093/264 C
KLD • EN MATT STEWART

Flying
"A kick from its hooves is like a bolt of lightning. I'd know. I've been hit by both." —Renzo, Izzet chemister's aide

— Winona Nelson

1/3

\diamond : Add 1 to your mana pool.
4, \diamond : Target creature is unblockable this turn.

Rumors quickly spread among thieves about a labyrinth without walls and a prize beyond all measures of worth.

Christine Choi

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Overt Operative

3

Creature — Human Ninja Rigger
Menace
Whenever Overt Operative deals combat damage to a player, it assembles a Contraption. (Put the top card of your Contraption deck face up onto one of your sprockets.)
Saw her coming. Didn't matter.

2/3

064/216 U
UST • EN BRAM SELS

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Skull Saucer

4

Creature — Zombie Head

Flying
When Skull Saucer enters the battlefield, destroy target creature and put your head on the table. Sacrifice Skull Saucer when your head stops touching the table.
No body is ready for this kind of power.

4/1

065/216 V
UST • EN MIKE BURNS

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Sly Spy

2

Creature — Human Spy
Whenever Sly Spy deals combat damage to a player, that player reveals his or her hand. You choose a card from it with the longest name. That player discards that card.
The Agents of S.N.E.A.K.—Serious, Nonstop Espionage and Kidnapping.

2/2

066/216 U
UST • EN MICHAEL PHILIPP

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Tephraderm

4

Creature — Beast
Whenever a creature deals damage to Tephraderm, Tephraderm deals that much damage to that creature.
Whenever a spell deals damage to Tephraderm, Tephraderm deals that much damage to that spell's controller.

4/5

Illus. Paolo Parente
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Just Desserts

1

Instant

Just Desserts deals π damage to target creature. (π is the ratio of a circle's circumference to its diameter. (It's a smidgen more than 3.))

"It's time to put the 'die' in 'diameter'!"
—Flaky the Irrational

ZOLTAN BOROS

TM & © 2017 Wizards of the Coast





Creature — Dinosaur

Trample

When Crested Herdcaller enters the battlefield, create a 3/3 green Dinosaur creature token with trample.

"Our survival, like theirs, depends on our ability to work together."

—Huahli, to Tishana

3/3

126/196 U RIX • EN LUCAS GRACIANO TM & © 2018 Wizards of the Coast

Enchantment

When Aquatic Incursion enters the battlefield, create two 1/1 blue Merfolk creature tokens with hexproof. (They can't be the targets of spells or abilities your opponents control.)

3 : Target Merfolk can't be blocked this turn.

032/196 U RIX • EN JASON RAINVILLE TM & © 2018 Wizards of the Coast

Creature — Lizard

When Saddleback Lagac enters the battlefield, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)

"A good lagac will carry you through thick and thin. A bad one . . . well, it's a tasty dinner."

—Raff Slugeater, goblin shortcutter

3/1

211/254 C BBD • EN JASON KANG TM & © 1993–2018 Wizards of the Coast LLC 103/248

Sorcery

Destroy target nonblack creature. Put two 0/0 colorless Eldrazi Spawn creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Kékai Kotaki TM & © 1993–2018 Wizards of the Coast LLC 103/248

Sorcery

Wrap in Flames deals 1 damage to each of up to three target creatures. Those creatures can't block this turn.

"Our pyromancer's flames may not have killed them, but they bought us the time we needed."

—The War Diaries

Veronique Meignaud TM & © 2010 Wizards of the Coast LLC 37/37





Creature — Wurm

5

U

W

B

R

G

7/7

Trample

"Last time, it tore up the Wilt-Leaf, turned Mistmeadow into a mudhole, and made the river jump its banks. On the bright side, we were eating venison for weeks."

—Donal Alloway, cenn of Kinscaer

161/249 C
IMA • EN ▶ DAN DOS SANTOS

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Creature — Plant Wall

1

U

W

B

R

G

0/5

Defender

Put a -0/-1 counter on Wall of Roots: Add \diamond to your mana pool. Activate this ability only once each turn.

"Mana grows and changes like the roots of a plant. Like a plant, it must be nurtured."

—Nissa Revane

190/249 C
IMA • EN ▶ MATT STEWART

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Enchantment — Aura

*

U

W

B

R

G

Enchant creature

Enchanted creature has defender.

"I was told these were standard issue. Do I look standard to you?"

—Nissa Revane

022/249 C
IMA • EN ▶ KARL KOPINSKI

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Instant

W

U

B

R

G

Target player puts the top two cards of his or her library into his or her graveyard.

Draw a card.

"As you inject the viscera vitae into the brain stem, don't let the spastic moaning bother you. It will soon become music to your ears."

—Stitcher Geraf

076/249 C
IMA • EN ▶ DAVID RAPPAZ

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Creature — Spirit

U

W

B

R

G

Defender

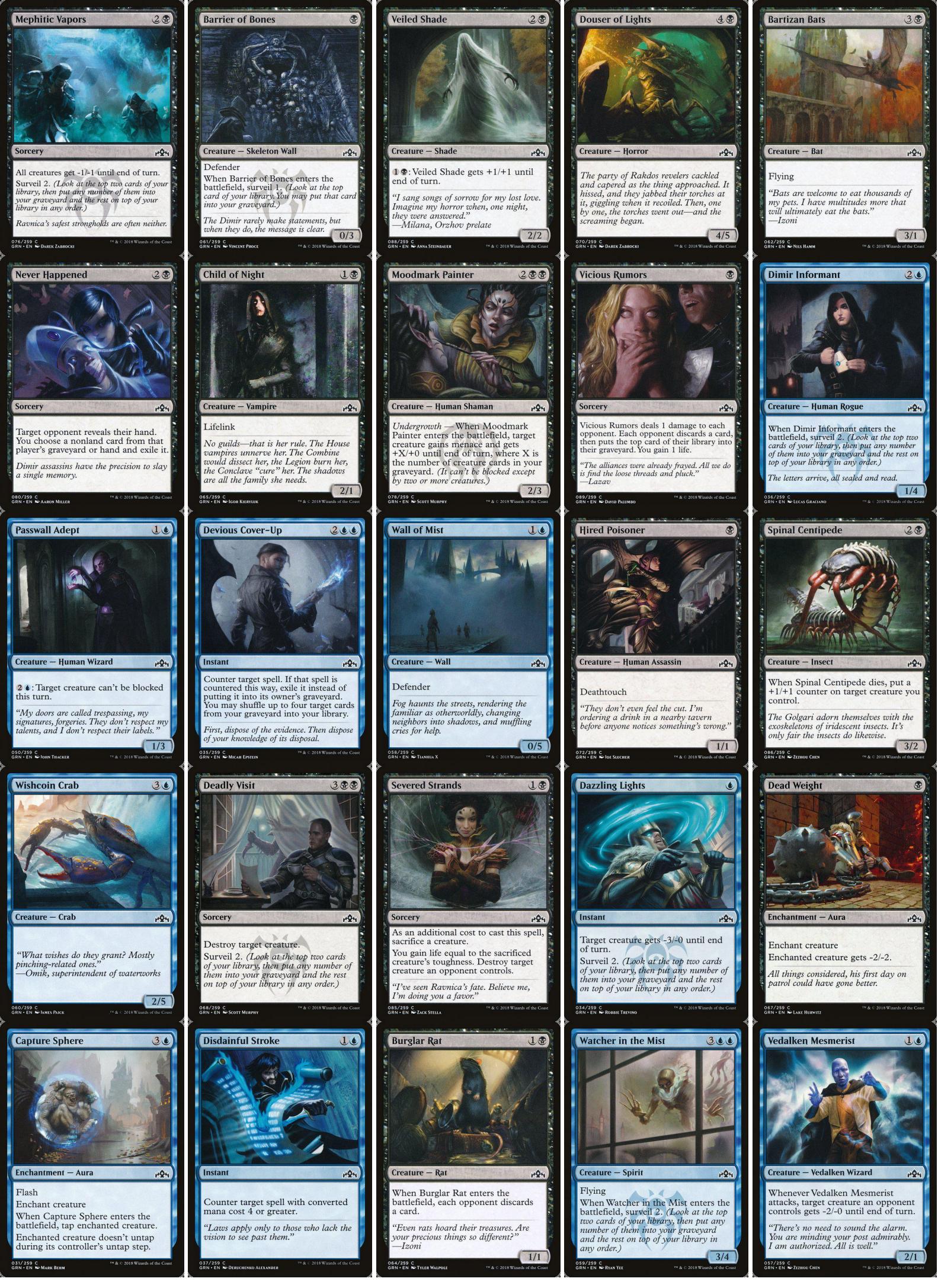
When Carven Caryatid enters the battlefield, draw a card.

"So-called "old wood" is rare in deforested Ravnica. Statues carved from it are said to house the last of the ancient nature spirits."

156/249 U
IMA • EN ▶ JIM NELSON

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2/5



**Creature — Drake**

Flying

When Muse Drake enters the battlefield,
draw a card.

A composer wrote a symphony based on
the drakes screeching outside her window.
Reviews were mixed—except among the
drakes.

1/3

046/259 C
GRN • EN TITUS LINTER

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**Instant**

Return target creature to its owner's hand.
Surveil 1. (Look at the top card of your library.
You may put that card into your graveyard.)
The first thing the mist chills is the mind. Victims
never cry out or even murmur in surprise.

056/259 C
GRN • EN IZZY

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**Creature — Human Assassin**

As long as you've surveilled this turn,
Darkblade Agent has deathtouch and
“Whenever this creature deals combat
damage to a player, you draw a card.”

“I've seen your house, and you've been a
lovely, if unwitting, host. But at last it's
time for farewells.”

2/3

164/259 C
GRN • EN JOE SLUICER

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**Land — Gate**

Dimir Guildgate enters the battlefield
tapped.

C : Add \diamond or \spadesuit .

“Every guild dreads infiltration. I should
know—I've been a member of all of them.”
—Lazav

245/259 C
GRN • EN CLIFF CHILDS

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**Sorcery**

Surveil 2, then draw two cards. Notion
Rain deals 2 damage to you. (To surveil 2,
look at the top two cards of your library, then put
any number of them into your graveyard and the
rest on top of your library in any order.)

City air is a constant drizzle of private thoughts.

193/259 C
GRN • EN LIUS LASAHIDO

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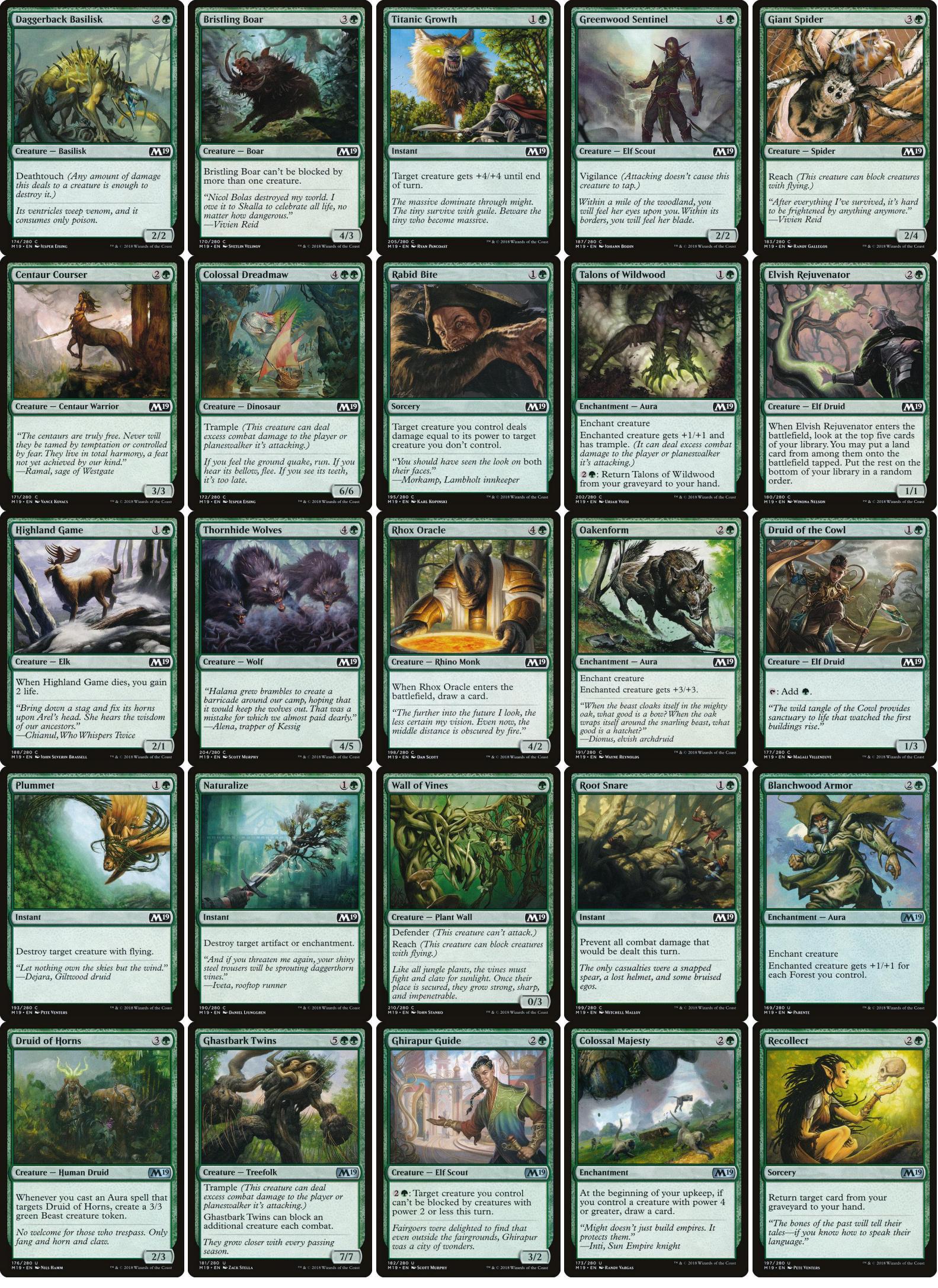




Plains















Creature — Elemental

Trample

Whenever you cast an instant or sorcery spell, Fire Urchin gets +1/+0 until end of turn.

Rain runoff in the Smelting District is known to spontaneously burst into flame.

1/3
101/259 C GRN • EN DUBROVSKY ALEXANDER

Sorcery

Target creature gets +1/+1 and gains flying until end of turn.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

041/259 C GRN • EN MIKE BIERKE



Creature — Frog

Leapfrog has flying as long as you've cast an instant or sorcery spell this turn.

"Most compete for insects at street level. Some dwell near Izzet laboratories and ride the thermal updrafts."

—Yolov, Simic biogenier

3/1
042/259 C GRN • EN AARON MILLER

Sorcery

Target creature you control deals damage equal to its power to target player.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

102/259 C GRN • EN RANDY VARGAS



Instant

Draw a card.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

Genius is finding the edge of what's possible, then jumping over it.

052/259 C GRN • EN IZZY



Creature — Vedalken Wizard

Whenever Vedalken Mesmerist attacks, target creature an opponent controls gets -2/-0 until end of turn.

"There's no need to sound the alarm. You are minding your post admirably. I am authorized. All is well."

2/1
053/259 C GRN • EN ZEIHOU CHEN

Sorcery

Target creature gets +1/+1 and gains haste until end of turn.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

111/259 C GRN • EN SYLVAN YELINOV



Sorcery

Direct Current deals 2 damage to any target.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

096/259 C GRN • EN DAN SCOTT



Instant

Command the Storm deals 5 damage to target creature.

In the wake of Niv-Mizzet's disappearance, Ral found himself leading the guild. He had dreamed of this day, but couldn't help feeling like a pawn in someone else's game.

094/259 C GRN • EN JASON RAINVILLE



Sorcery

Cosmotronic Wave deals 1 damage to each creature your opponents control. Creatures your opponents control can't block this turn.

"This sort of innovation occurs when you set out to improve an electric tea kettle and misplace a decimal."

095/259 C GRN • EN TITUS LINSTER



Creature — Goblin Wizard

Instant and sorcery spells you cast cost 1 less to cast.

"Result 752: Rapid mass redistribution. Result 753: Calamitous reverse synthesis. Result 754: Acute disarrayment." —Izzet research notes

2/2
174/259 C GRN • EN SYLVEIN YELINOV

Instant

Tap target creature. Sonic Assault deals 2 damage to that creature's controller.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

He heard stars and saw thunder.

199/259 C GRN • EN TYLER WALPOLE



Creature — Human Warrior

"I spent some time in the Legion, but I'm done taking orders all day."

100/259 C GRN • EN SUZANNE HELMIGH



Creature — Goblin Rogue

Whenever Goblin Locksmith attacks, creatures with defender can't block this turn.

"He's got more finesse than most goblins. He smashes windows with his fist rather than his forehead!" —Arrester Polgar

2/1
104/259 C GRN • EN MARK BEHN

Instant

Draw two cards. Then you may discard a nonland card. When you do, Hypothesizle deals 4 damage to target creature.

"It's like blowing up an arcane library in a thermobaric explosion. But in a good way!" —Bori Andon, Izzer blastseeker

178/259 C GRN • EN CHRIS SEAMAN



Instant

Counter target spell with converted mana cost 4 or greater.

"Laws apply only to those who lack the vision to see past them."

037/259 C GRN • EN DUBROVSKY ALEXANDER



Invent

Search your library for an instant card and/or a sorcery card, reveal them, put them into your hand, then shuffle your library.

Switch the power and toughness of up to two target creatures.

192/259 U GRN • EN MATTHIAS KOLLROS



Land — Gate

Izzet Guildgate enters the battlefield tapped.
• Add ♦ or ♣.

Every laboratory buzzes with new experiments, each a piece of Ral's ambitious project.

231/259 C GRN • EN KIRSTEN ZIRNGIBL



Creature — Cyclops

Defender
As long as you've cast an instant or sorcery spell this turn, Piston-Fist Cyclops can attack as though it didn't have defender.

Its hyperpneumatics can punch through a wall and the spy on the other side.

4/3
217/259 C GRN • EN WAYNE REYNOLDS

Instant

Target creature gets +3/+0 and gains first strike until end of turn.

"I packed three more electroconduits into each test wand. You'll experience a brief tingling sensation."

181/259 C GRN • EN STEVE ABOYLE



Land — Gate

Izzet Guildgate enters the battlefield tapped.
• Add ♦ or ♣.

"Yesterday I didn't recognize my own guild. Today I see why. And for tomorrow I must be prepared." —Niv-Mizzet

052/259 C GRN • EN KIRSTEN ZIRNGIBL



Creature — Goblin

Haste
Sacrifice Torch Courier: Another target creature gains haste until end of turn.

"Light a torch and deliver this letter" were his instructions, which he unfortunately reversed.

119/259 C GRN • EN MARI ZUG



Creature — Wall

Defender
Fog haunts the streets, rendering the familiar as otherworldly, changing neighbors into shadows, and muffling cries for help.

053/259 C GRN • EN TIANHUA X



Creature — Crab

"What wishes do they grant? Mostly pinching-related ones." —Omk, superintendent of waterworks

060/259 C GRN • EN JAMES PUCK



Instant

Target creature gets -3/-0 until end of turn.

Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

034/259 C GRN • EN ROBBIE TREVINO

Muse Drake

3

**Creature — Drake**

Flying

When Muse Drake enters the battlefield,
draw a card.

*A composer wrote a symphony based on
the drakes screeching outside her window.
Reviews were mixed—except among the
drakes.*

1/3

046/259 C
GRN • EN ➔ TITUS LINTER

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Devious Cover-Up

2

**Instant****Rubblebelt Boar**

3

**Creature — Boar**

When Rubblebelt Boar enters the
battlefield, target creature gets +2/+0
until end of turn.

*Some Gruiul druids believe that boars
are spawn of the great Ilharg, the mighty
Raze-Boar who will one day rise and
level the city.*

3/3

114/259 C
GRN • EN ➔ TOMASZ JEDRUSZK

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Unexplained Disappearance

1

**Instant**

Return target creature to its owner's hand.
Surveil 1. *(Look at the top card of your library.
You may put that card into your graveyard.)*

*The first thing the mist chills is the mind. Victims
never cry out or even murmur in surprise.*

1/3

056/259 C
GRN • EN ➔ IZZY

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Ornery Goblin

1

**Creature — Goblin Warrior**

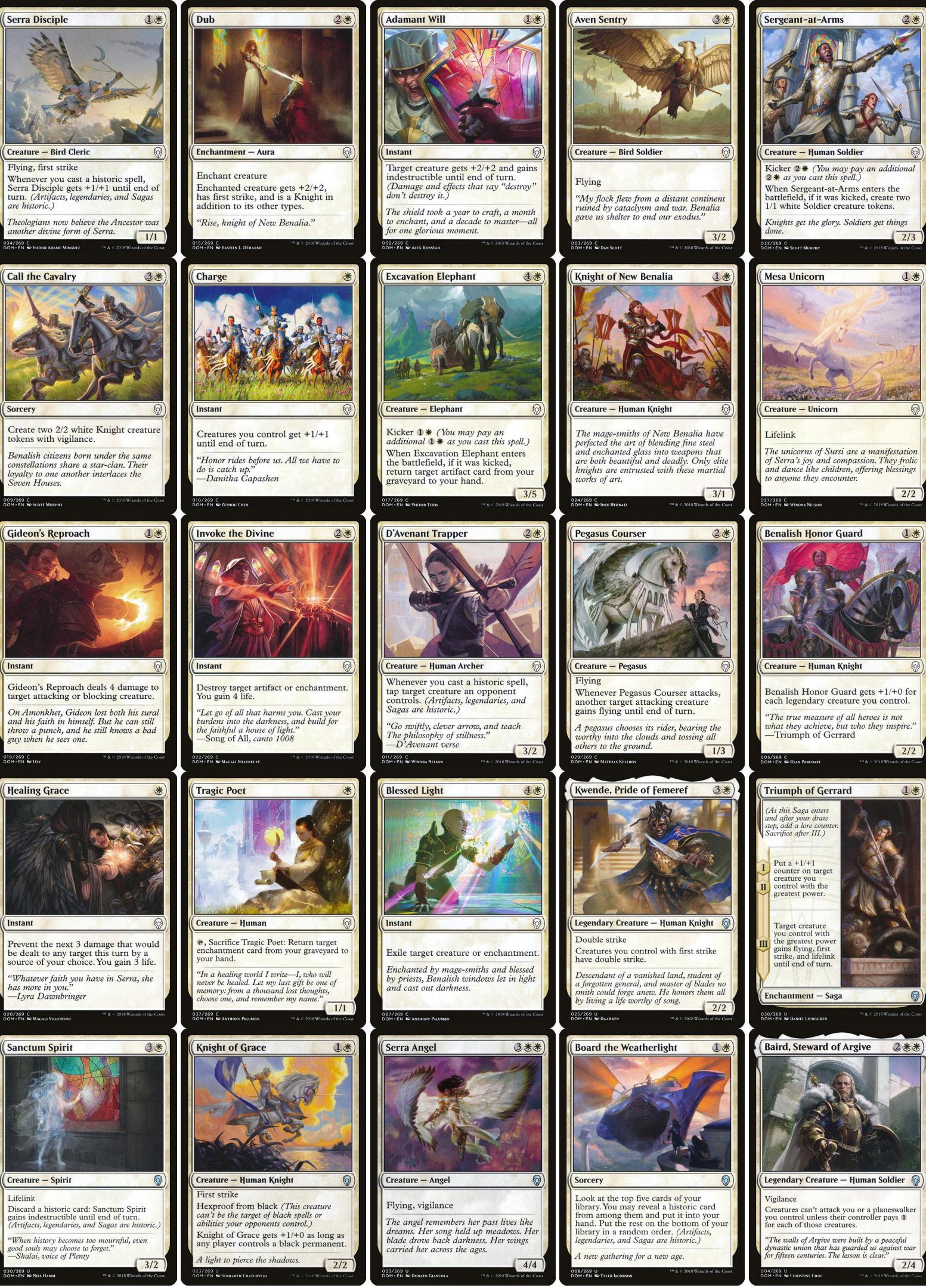
Whenever Ornery Goblin blocks
or becomes blocked by a creature,
Ornery Goblin deals 1 damage to that
creature.

*"Nobody ever listens to my complaints!
Not even when I use the listening stick!"*

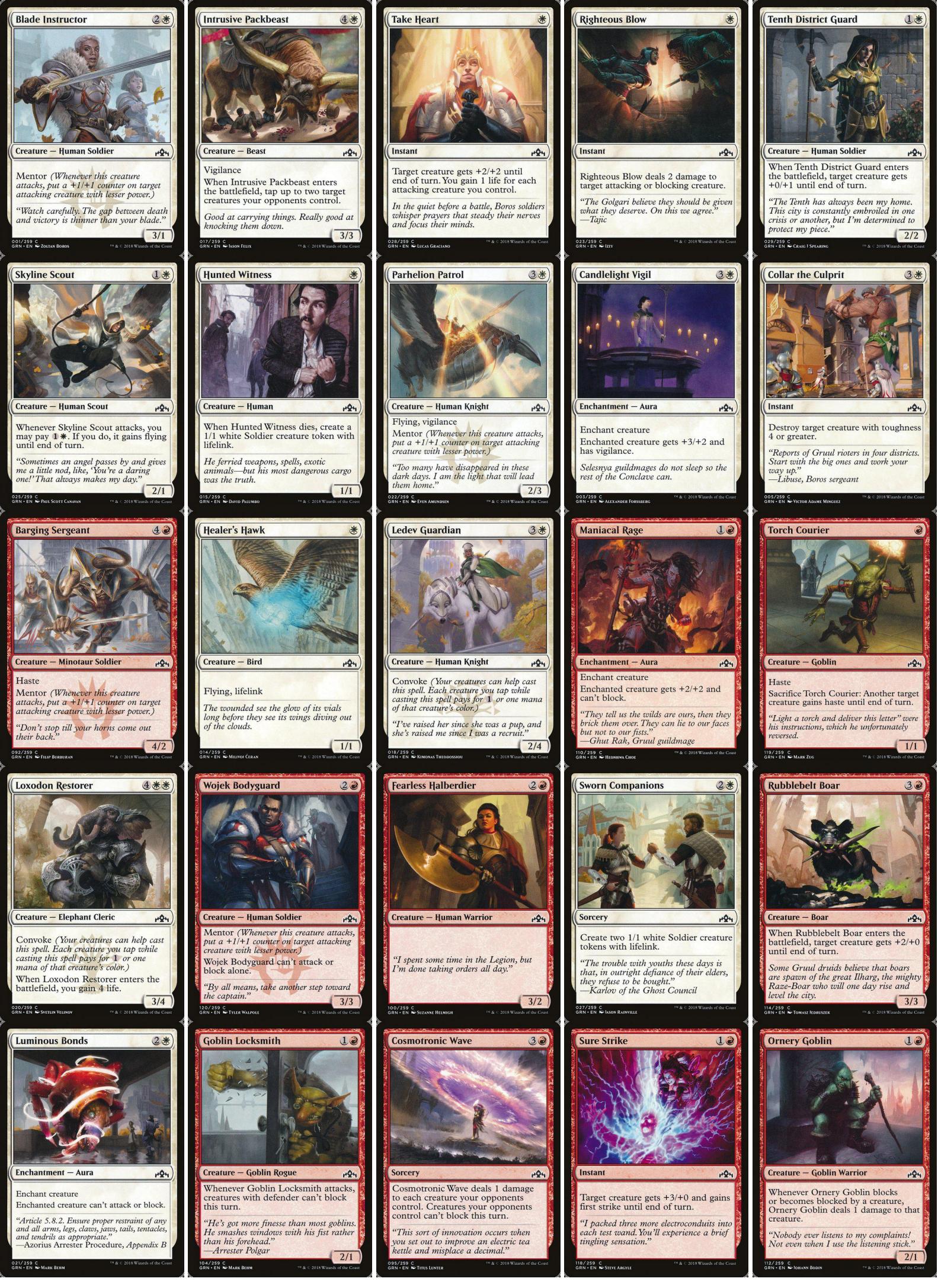
2/1

112/259 C
GRN • EN ➔ JOHANN BODIN

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Maximize Velocity



Gravitic Punch



Skyknight Legionnaire



Hammer Dropper



Boros Guildgate

Sorcery

Target creature gets +1/+1 and gains haste until end of turn.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

111/259 C
GRN • EN Svetlin Yelkov

Sorcery

Target creature you control deals damage equal to its power to target player.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

103/259 C
GRN • EN RANDY VARGAS

Creature — Human Knight

Flying, haste

Squadrons of skyknights are available for deployment around the clock, capable of reaching any district in the city within minutes.

199/259 C
GRN • EN CHASE STONE

Creature — Giant Soldier

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

Giants know a solid hit is one part strength, four parts leverage.

176/259 C
GRN • EN LAKE HURWITZ

Land — Gate

Boros Guildgate enters the battlefield tapped.

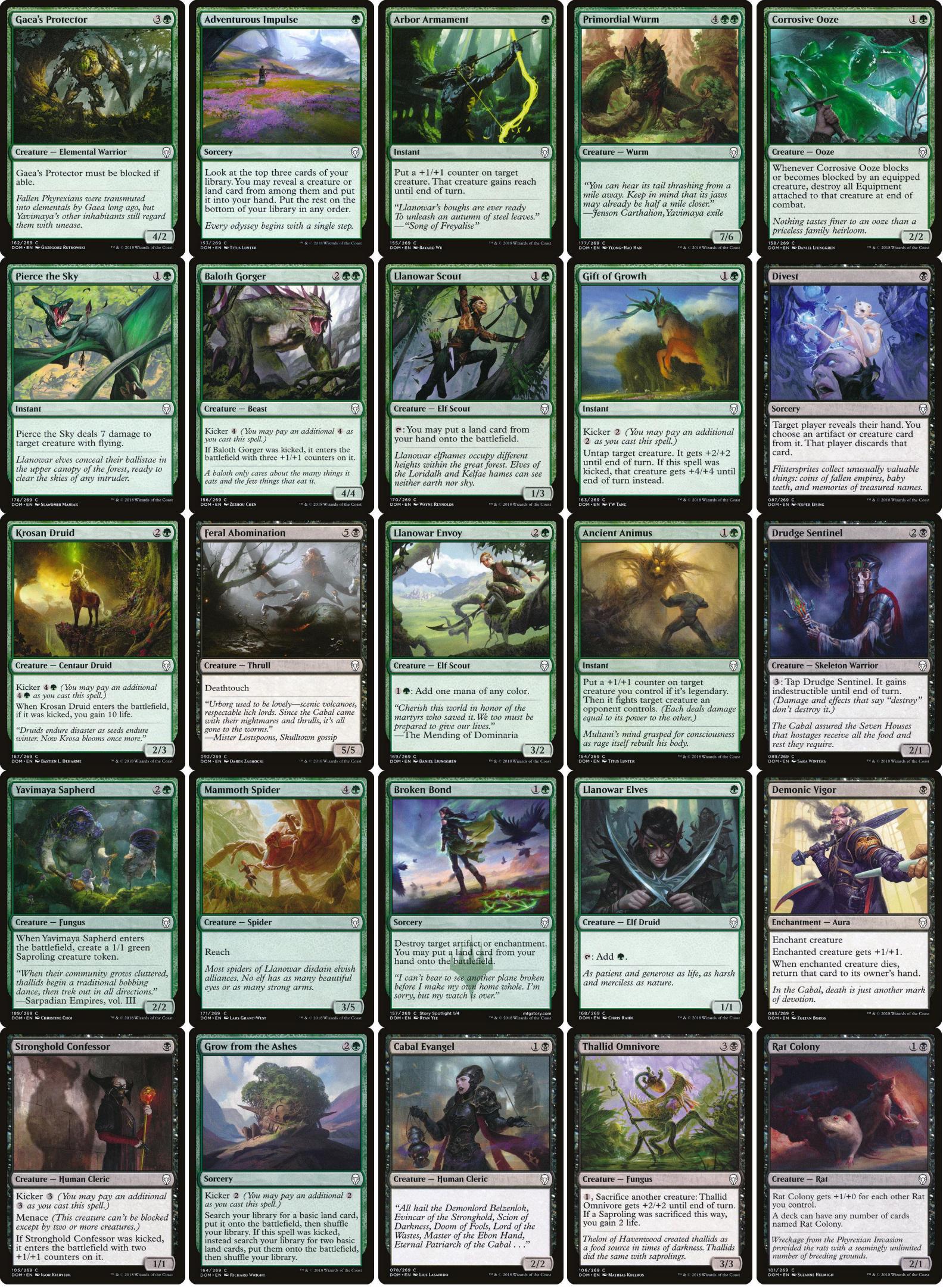
• Add 2 or *

"The more trust breaks down, the more we must throw open the front gates."

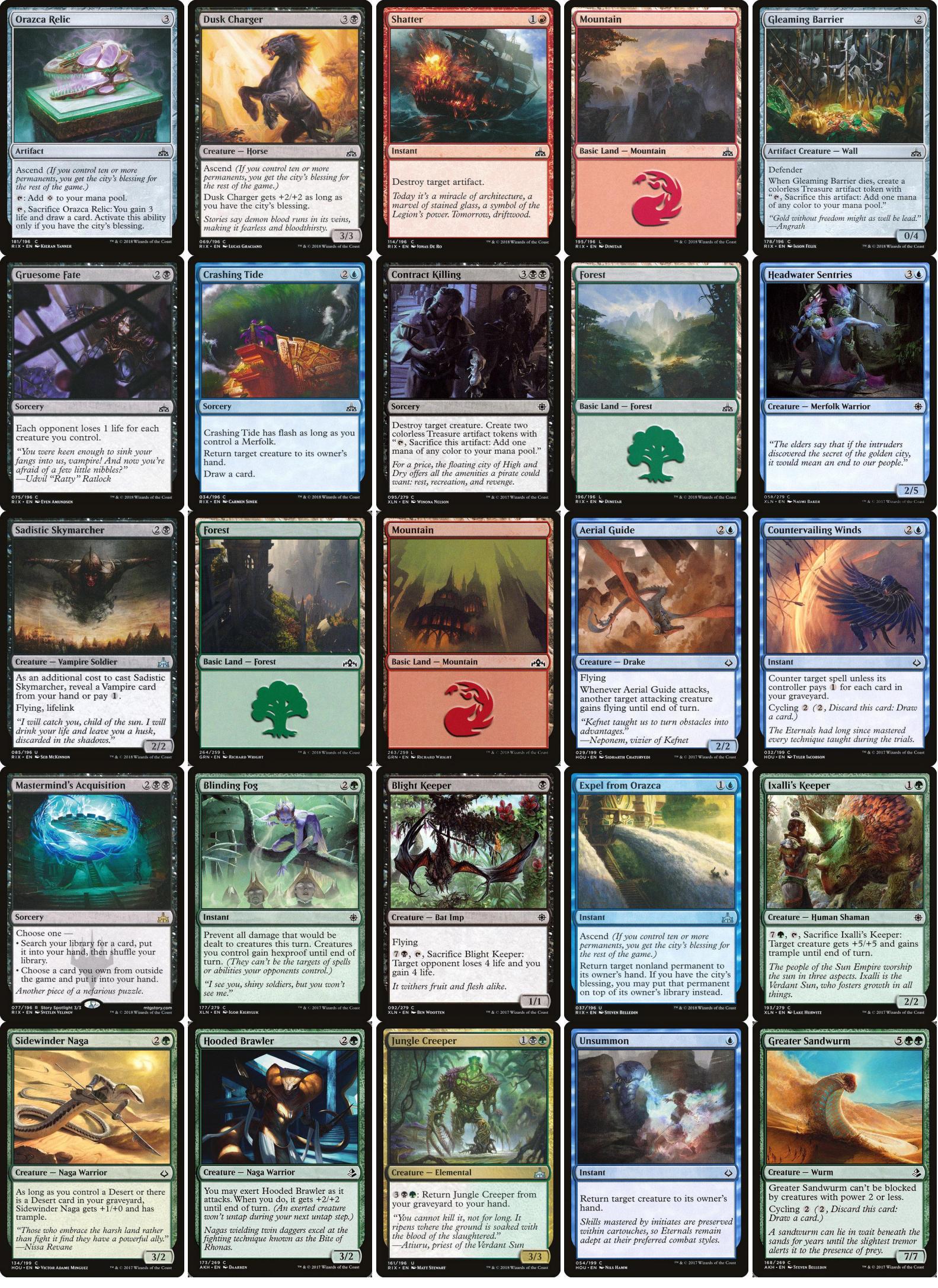
—Aurelia

243/259 C
GRN • EN TITUS LINTER

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**Creature — Wall**

Defender

When Mnemonic Wall enters the battlefield, you may return target instant or sorcery card from your graveyard to your hand.

"I'd build an entire fortress of them if I could."
—Mzali, Lighthouse archmage

0/4

**Enchantment — Aura**

Enchant creature

Enchanted creature gets +0/+4.
Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

Howard Lyon
© 1993–2010 Wizards of the Coast LLC 18/248**Creature — Human Soldier**

Level up * (Put a level counter on this. Level up only as a sorcery.)

LEVEL 1-3	Vigilance	1/2
LEVEL 4+	Vigilance	2/6
LEVEL 4+	Vigilance	3/10

Kekai Kotaki
© 1993–2010 Wizards of the Coast LLC 27/248**Artifact**

*: Add *, †, or ‡ to your mana pool.
*, †, ‡, Sacrifice Abzan Banner:
Draw a card.

Stone to endure, roots to remember.

215/269 C
KTK • EN • DANIEL LUUNGEN**Artifact**

*: Add 3 to your mana pool.
3, †, ‡, Sacrifice Dreamstone Hedron:
Draw three cards.

Only the Eldrazi mind thinks in the warped paths required to open the hedrons and tap the power within.

Eric Deschamps
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